

IN THE CLAIMS

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Claims 1-4 (Cancelled)

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Claim 5 (Currently amended) An apparatus comprising:

a processor for generating coordinate data specifying a desired primitive;

a pixel generator for generating pixel data of the desired primitive;

a control circuit for specifying a shape of an optimal pixel pattern according to the coordinate data generated by the processor;

D1 an accessing unit for accessing a memory and storing the pixel data generated by the pixel generator into the memory according to the optimal pixel pattern; and

said control circuit specifying the shape of the optimal pixel pattern such that the accessing unit stores the pixel data into the memory with the minimum number of times of accessing the memory, under the condition that an identical pixel pattern ~~the optimal pixel pattern in a first access of the memory~~ is commonly used in a first access of the memory and a subsequent access of the memory.

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D2 Claim 6 (Previously presented) An apparatus according to claim 5, wherein the control circuit specifies the shape of the optimal pixel pattern by selecting one pixel pattern from a plurality of pixel patterns according to the coordinate data, the plurality of pixel patterns being different in shape from each other and each of the plurality of pixel patterns having the same number of pixels.

Claim 7 (Previously presented) An apparatus according to claim 5, wherein the control circuit calculates an

aspect ratio of the desired primitive based on the coordinate data and specifies the shape of the optimal pixel pattern according to the aspect ratio.

D2  
Conc  
1  
Claim 8 (Previously presented) A video game machine comprising the apparatus according to claim 5.

Claims 9-23 (Cancelled)

D3  
Claim 24 (Previously presented) An apparatus according to claim 5, wherein the control circuit detects at least one pixel pattern through which the accessing unit is allowed to access the memory and store the pixel data of the desired primitive, and for outputting pixel pattern information indicating the detected at least one pixel pattern; and said accessing unit accesses the memory according to the pixel pattern information and stores the pixel data generated by the pixel generator into the memory in units of pixel data corresponding to the coordinate data.

Claim 25 (Currently amended) A method used in an apparatus which comprises a memory for storing pixel data, the method comprising the steps of:  
generating coordinate data specifying a desired primitive;

generating pixel data of the desired primitive;

specifying a shape of an optimal pixel pattern according to the coordinate data generated by the processor;

accessing a memory and storing the pixel data generated by the pixel generator into the memory according to an optimal pixel pattern;

D3  
cont  
said step of specifying a shape [[of]] comprises specifying the shape such that the accessing unit stores the pixel data into the memory with the minimum number of times of accessing the memory, under the condition that an identical pixel pattern ~~the shape of the optimal pixel pattern in a first access of the memory~~ is commonly used in a first access of the memory and a subsequent access of the memory.

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D4  
cont  
Claim 26 (Previously presented) A method according to claim 25, wherein the step of specifying a shape comprises specifying the shape of the optimal pixel pattern by selecting one pixel pattern from a plurality of pixel patterns according to the coordinate data, the plurality of pixel patterns being different in shape from each other and each of the plurality of pixel patterns having the same number of pixels.

Claim 27 (Previously presented) A method according to claim 25, further comprising:

a step of calculating an aspect ratio of the desired primitive based on the coordinate data; and

wherein the shape of the optimal pixel pattern is specified according to the aspect ratio in the step of specifying a shape.

Claim 28 (Previously presented) A method according to claim 25, further comprising:

a step of detecting, of plural pixel patterns formed on a predetermined coordinate area including the coordinate data, at least one pixel pattern through which the accessing unit is allowed to access the memory and store the pixel data of the desired primitive, and outputting pixel pattern information indicating the detected at least one pixel pattern; and

*D4  
Core* said step of accessing comprising accessing the memory according to the pixel pattern information, and comprising storing the pixel data generated by the pixel generator into the memory in units of pixel data corresponding to the coordinate data.

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